



Superior Courts of California

New Uniform Civil Fee Structure, Fee Increases Take Effect On January 1, 2006

San Francisco – The Judicial Council of California has announced a new court civil filing fee structure in state trial courts as the result of the enactment of the Uniform Civil Fees and Standard Fee Schedule Act, which was approved by the Legislature and the Governor earlier this year. The new standardized fees will provide for a more simplified fee structure, increase access to the courts, and offer predictability and uniformity for all court users.

The changes in court fees are designed to maintain access and continue public services in the California trial courts. The complexity and lack of statewide consistency in setting filing fees created the need for a uniform civil fee structure. Eighty-nine civil fees were charged differently across the state's 58 counties, including law library fees that ranged from \$3 to \$41 and variances in fees for dispute resolution programs and children's waiting rooms.

The new structure remedies many of these issues and will:

- *Streamline and simplify the civil fee structure.* Various surcharges and add-on fees are rolled into one uniform filing fee.
- *Create uniformity.* For the vast majority of fees, the same fees will be charged for the same services in all 58 counties.
- *Increase access to the courts.* The new structure directs additional funding to equal access programs.
- *Offer predictability.* Court users will know that fees will remain consistent from county to county and will remain unchanged for a minimum of two years.

Each superior court will begin collecting the new consolidated fee in any affected court matter effective January 1, 2006.

The new statewide fee schedule is posted on the California Courts Web site at www.courtinfo.ca.gov/reference/factsheets.htm and is available at the clerk's office in each court location. Information about applicable local fees and answers to specific questions can also be obtained at the clerk's office.